ELECTRONIC ARTS®

ROAD RASH

THE ARTISTS

Pictured (left to right) - **Front row** Jamie Poolos, Mike Lopez, Jeff Smith, David Stokes, Randy Dillon, Dave Luoto. **Center Row.** Randy Breen, Neil Strudwick, Jeff Glaster, Don Veca, Rich Rogers, Lucy Bradshaw, Keith McCurdy. **Standing.** Matt Sarconi, Thom Phillabaum, Dimitri Detchev, Drew Topel, Emmanuel Berriel, Steve Murray, Louie Sremac, Dan Hewitt, Steve Matulac

WARNING: READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER™ SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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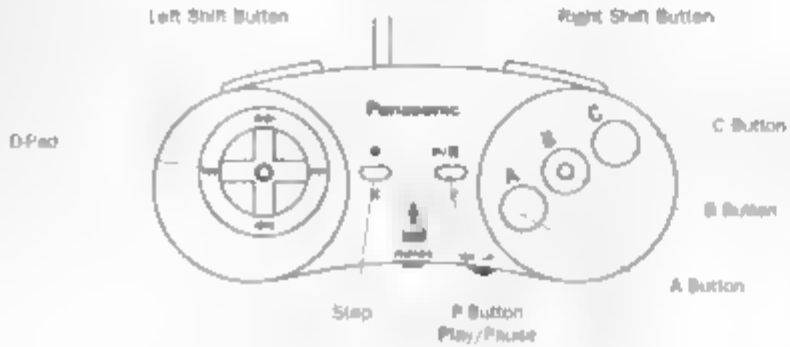
Starting the Game

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a controller, and turn the player ON again).
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert your game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few seconds, turn OFF the player and begin again at step 1.)



Command Summary

Before The Ride

- Highlight an Item — **D-Pad UP/DOWN/LEFT/RIGHT**
- Select an Item — **A**, **B**, or **C**
- Set Volume — **Right/Left Shift**

During The Race

- Steer — D-Pad **LEFT/RIGHT**
- Brake — **A**
- Accelerate — **B**
- Get a Nitro Burst (Nitro bikes only) — **B** (twice quickly)
- Punch — **C**
- Use Weapon (when you have weapon) — **C**
- Backhand — D-Pad **UP** & **C**
- Kick — D-Pad **DOWN** & **C**

- Backhand with Weapon (when you have weapon) — D-Pad **UP** & **C**
- Grab Weapon (when opponent is holding it out) — **C**
- Pause the Game — **Play/Pause**
- Call Up Dashboard — **Stop** (X Button)
- Body Lean Left — **Left Shift**
- Body Lean Right — **Right Shift**
- Quit — **Pause** then **Stop**
- Cycle Dash/Mini-Dash — Both **Shifts**

The Object of the Game

Some say it s to win, some, to survive. Whetever the motivation, there's only one way to get it out of your system: cross the finish line in 3rd place or better at every location end at ell five levels Sound easy? At each level the fines are heavier, the courses are longer, and the opponents ere...let s just sey they're less friendly. Punch, kick, and run your opponents off the road. Grab a club or a chain and thrash your way to the front of the pack. Place in e few races, save some cash, end trade up to a fester bike Duck into Der Panzer Klub end schmooze with the other bikers, then take it to the street with e little something up your sleeve. And whan you're out there rubbing elbows with this crowd, remember, you get back only the love you give!

Getting To The Grid-The Start-up Menu

Choose options now or save it for the Restroom.

- To Select Menu Items:
  1) D-Pad **UP/DOWN/LEFT/RIGHT**
  2) Press **A**, **B**, or **C**

Thrash Mode

For those who need a quick fix. Choose a race location and hit the road. You can advance through five levels and bring your bike with you, but your progress cannot be saved.

Big Game Mode

A tricked out version of the game where you can assume a false identity, blow your wad on a new bike, and get the skinny on the rashers and courses. This is where you race to win. Place third or higher at all five tracks and advance to the next level. Place third or higher at the fifth level and win it all!

Character Select

Who would you want to be if you could be anyone? OK, what if you had to be one of these guys? Generally, the lighter a rider is, the quicker he rides. The heavier a rider is, the harder he hits. Some of these freaks start each race with weapons; some grid up with a bundle of cash; and some are just plain aggressive muthas.

The Street

Hang out in the 'hood. Duck into Der Panzer Klub for a hot tip and set up your next race. You can also throw down some cash on a bike at Olley's.

Der Panzer Klub

Schmooze
Chat with another biker.

Bulletin Board
Pick up your next race.

Restroom
Set game options.

The Street
Get some fresh air.

Olley's Skoot-A-Rama

Choose from Olley's fine selection of Rat Bikes, Sport Bikes, and Super Bikes. Never bought a bike before? Don't worry. Just remember this general rule: the lighter a bike is, the easier it is to steer.

When you select a bike, you'll get a chance to take a good look at the machine and the specs before you lay down your cash. And if you get cold feet, just hit the Street.

Restroom (Setup Options)

Set Thrash or Big Game mode, set number of players, mess with the sound, and load saved games.

Load/Save Game

You can save a game at your current level. Options, such as identity and bike, are also saved. You can save only in Big Game mode.

- **To Save:** D-Pad **UP/DOWN** to highlight the slot of your choice, then press **A**, **B**, or **C**.
- **To Load a Saved Game:** D-Pad **UP/DOWN** to highlight the slot of your choice, then press **A**, **B**, or **C**.

Game Mode
Choose Thrash Mode or Big Game Mode

Player Mode
You can play solo or you and an enemy can take turns racing

Player Level
Choose from five levels of difficulty. The higher the level, the longer the courses and the tougher the opponents. You can set the level only in Thrash mode.

Engine Sounds On/Off
Hear the manic whine of engines or relax with simulated earplugs.

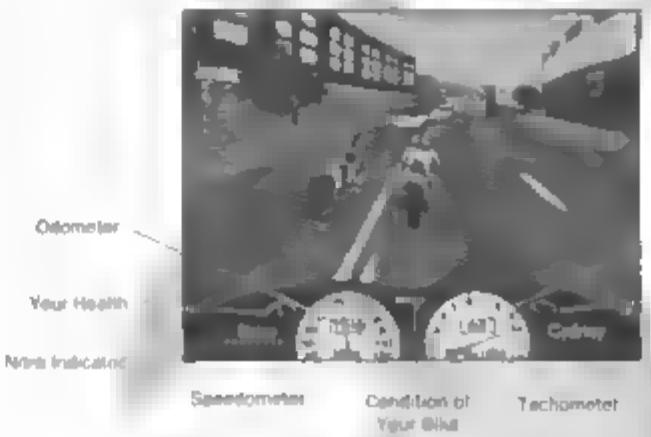
Race Music On/Off
Bash to the beat or turn the race music off.

Jukebox
Play that tune. Sample the metal warping scree of mosh gore, courtesy of A&M Records' finest. Choose the piece you want to hear.

Racing

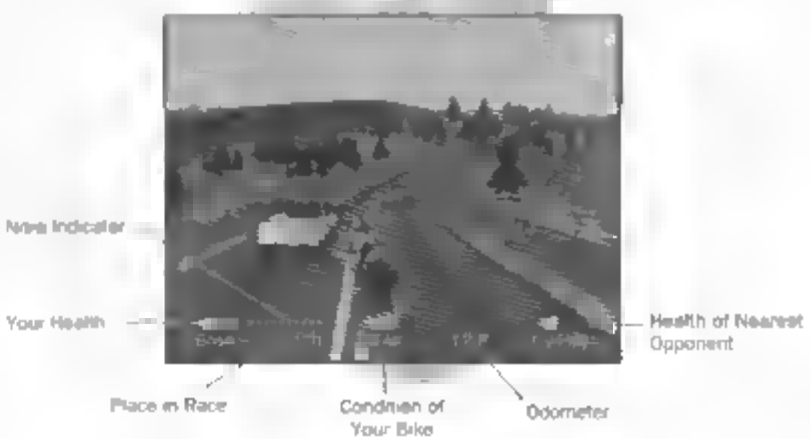
Press both shift buttons to cycle through the instrument panel or the mini-dash.

The Instrument Panel



The Mini-Dash

Confused by the glut of gauges? No problemo. Just press both shift buttons to bring up the Mini-Dash, a stripped down version of the instrument panel displaying only the most vital information.



Fighting

Some come at you with clubs, some with chains. Some try to pummel you to menudo with their fists. Chill, man! You're allowed to fight back.

- To Punch: **C**
- To Backhand: D-Pad **UP** & **C**
- To Kick: D-Pad **DOWN** & **C**
- To Grab Weapon: **C** (when opponent is holding it out)

Your health is indicated by the health meter, your nearest opponent's, by his health meter. When your health meter hits bottom, you go down. Likewise with your nearest opponent. (Nota: If you're losing a scrap and your health meter is low, it's best to back off until your energy is restored.)

The more you rag on your opponents, the more they're gonna want to take you down. Go easy on 'em and you might pick up some riding tips or dirt on the courses, so to speak, next time you drop in at Der Panzer Klub.

After A Race

There are four ways to finish a race. You can place first through third, which is the goal; you can finish fourth or lower; you can wreck your bike and pay for repairs; or you can get busted and pay a fine.

When you've placed first through third at every track you advance to the next level. Finish off all five levels and you've won the Rash. If you don't have enough cash to pay a fine or a repair bill you lose and have to start over.

We hope you find Road Rash as entertaining as we do. Games are a great way to act out fantasies in a virtual environment where no one gets hurt.

The game is meant for entertainment purposes only. Events in the game and in the video are fantasy and are not meant to model reality in any way.

In the real world, if you run from the police you'll go to jail; if you ride recklessly and fall off your bike, you might not get back up. There's only one place for racing: a closed-circuit race track. There's only one way to ride: within the limits of your abilities and with full protective gear. Use your head.

Credits

Programming: Randy Dillon, Dan Hewitt, David Stokes & Emmanuel Berriet
Additional Programming: Wei Shoong Teh, Don Veca, Tim Leemont, Frank Greffe & Drew Topel
Graphics: Louis Sremac, Matt Sarconi, Neil Strudwick, Nathan Walrath, Margaret Foley & Oliver Wade
3D Graphics: Dimitri Detchev
Photography: Robert Fujioka Studios, Inc.
Game Music: Don Veca
Game Sound Effects: Don Veca, Tony Berkeley & Marc Farley
Track Editor: Thom Phillabaum
Track Layout and Design: Steve Murray, Jeff Glazer, Mike Lopez & Steve Matulac
Game Design: Randy Breen & Lon Washbon
Writers: David Luoto & Jamie Poolos
Game Testing: Richard Rogers, Mike Hensley, Mike Lopez & Colleen McManus
Assistant Producer: Steve Murray
Project Manager: Lucy Bradshaw
Product Manager: David Sze
Art Director: Jeff Smith
Additional Art (Direction): Lon Washbon & Dale Horstman
Director of Development: Keith McCurdy
Producer: Randy Breen
Package Design: E.J. Sarraille Design Group
Package Photography: Robert Fujioka Studios

Package Art Direction: Nancy Waisanen
Documentation: Jamie Poolos
Documentation Layout: Tom Peters
Quality Assurance: Stewart Putney

Game Cast

Motorcycle Rider: Denise "Bud Man" Kobza Jr
Motorcycle Cop: Randy Breen
Flag Girls Noreen Berbernech & Lisa Higgins
Business People: Lucy Bradshaw, Margaret Foley, Jeff Lee, Mark Douglas, Cyndi Hill & David Stokes
Tourist: Andrea Smith
Pedestrian: Emily Favors
Old Lady: Audrey Gustefson
Joggers: Randy Dillon & Audrey Gustefson
Skateboarders: Dave Luoto & Nathen Walrath
Bikers: Noreen Burberlech, Randy Dillon, Mark Douglas, Lisa Higgins, Dave Luoto Andrea Smith & Jeff Smith
Boogie Boarder: Dan Hewitt
Beach Dwellers: Dan Hewitt & Kara Mabry
Divers: Kara Mabry & David Stokes
Tennis Player: Jeff Lee
Hitchhickers: Margaret Foley & Dan Hewitt
Waitress Workers: Mark Douglas, Dan Hewitt, Lisa Higgins, Dave Luoto, Jeff Lee & Andrea Smith
Bicyclist: Neil Strudwick

Video Production

Director: Rod Grose
Line Producer: Larry Lauter
Director of Photography: Robin Mortarotti
Video Engineer Jim Rolm
Key Grip: Mark Otewelt
Production Assistants: Joe Cravelli & Stefenie Wasserman
Wardrobe/Props: Brenda Giguere
Camera Car: Jeff Bane
Offline Editing: Alan Babbitt, Rod Gross & Rod Swanson
Online Assembly: Jim Spadoni

Video Post Production

Design of Effects and Logo Treatment:
Rod Swanson EA Director
Good Pictures, San Francisco
Special Effects & Additional Online Editing
Randy Breen EA Director
Rod Gross Director
Western Images, San Francisco
Color Correction
Jeff Smith EA Director
Western Images, San Francisco
Sound Effects:
Murray Allen EA Director
Music Annex, San Francisco
Music and Audio Processing:
Tony Berkeley & Marc Farley
Video Processing & Compression:
Media Lab EA San Mateo
Video Technology EA San Mateo

Video Cast

Squad Car Driver: Ron Boyer
Motorcycle Cop: Celo Samuels
Cop: Melissa Rogers
Stunts: Sean P Donohue
Motorcycle Riders: Joel Bloom, Randy Breen, Joe Camillo & Jeff Smith
Race Conclusion Winners & Losers. Joel Bloom, Randy Breen, Joe Camillo, Randy Dillon, Stacey Hayes, Audrey Gustafson, Jeff Smith & Jeff Stokel
Trophy Presenters: Stacey Hayes, Lisa Higgins, Bill Lee & Nathan Walrath
Mischievous Kid: Anthony Marshall
Bottle Bully: Scott Gilliland
Park and Run Driver: Steve Murray
Dog Wrangler: Bow Wow Productions

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Outshined - Soundgarden

Rusty Cage - Soundgarden

Music & Lyrics: Cornell, Published by You Make Me Sick I Make Music (ASCAP)
Produced by Terry Date and Soundgarden
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From the A&M cassette & CD "Badmotorfinger" 25021 5374 4/2

Kickstand - Soundgarden

Lyrics: Chris Cornell Music: Kim Thayil
Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP)
Produced by Michael Beinhorn & Soundgarden
Mixed by Brendan O'Brien
© 1994 A&M Records, Inc.
From the A&M cassette & CD "Superunknown" 31454 0[illegible] 4/2

Superunknown - Soundgarden

Lyrics: Chris Cornell Music: Kim Thayil & Chris Cornell Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP) Produced by Michael Beinhorn & Soundgarden Mixed by Brendan O'Brien © 1994 A&M Records, Inc. From the A&M cassette & CD "Superunknown" 31454 [illegible] 4/2

The Bridge - Paw

Written by Mark Hennessy and Grant Fitch,
Published by Dinky Tone Music/Cyberpaper Music/National Fatsos Music/Carrel Paw Music (ASCAP)
Produced by Mr. Colson & Paw
Mixed by Andy Wallace
© 1993 A&M Records, Inc.
From the A&M cassette & CD "Dogline" 31454 [illegible] 4/2

Pansy - Paw

Jessie - Paw

Written by Mark Hennessy, Grant Fitch and Peter Fitch,
Published by Dinky Tone Music/Cyberpaper Music/National Fatsos Music/Carrel Face Music (ASCAP)
Produced by Mr. Colson & Paw
Mixed by Andy Wallace
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From the A&M cassette & CD "Dogline" 31454 [illegible] 4/2
"Jessie" video
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Trip - hammerbox

Simple Passing - hammerbox

Written by Carrie Akre, Harris Thurmond, James Alwin & Dave Bosch, Published by Fat Karma Music/Blue Zephyr Music (ASCAP) Produced by Michael Beinhorn © 1993 A&M Records, Inc. From the A&M cassette & CD "Numb" 31454 0072 4/2

Teethgrinder - therapy?

Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan, Published by Music Corporation of America, Inc. (BMI) Produced and Mixed by Harvey Jarnik © 1992 A&M Records Ltd. From the A&M cassette & CD "Nurse" 31454 0044 4/2

Auto Surgery - therapy?

Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan, Published by MCA Music Publishing, a division of MCA Inc. (ASCAP) Co-Produced by Chris Sheldon & Therapy? © 1993 A&M Records Ltd.
From the A&M cassette & CD "Hats Off To The Insane" 31454 [illegible] 4/2

Dopeaux Vacuum - monster magnet

Written by David Wyndorf
Published by Songs of Polygram International, Inc./Dot God Music (BMI)
Produced by Dave Wyndorf
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From the A&M cassette & CD "Superbudget" 31454 0079 4/2

Last Train To Satansville - swervedriver

Duel - swervedriver

Written by Adam Franklin, Jeremy Hodmond & Jimmy Harthouse, Published by EMI Music Publishing Ltd., admin. by EMI Blackwood Music Inc. (BMI)
Produced by Alan Moulder and Swervedriver © 1993 A&M Records, Inc.
Licensed from Creation Records Limited. From the A&M cassette & CD "Mezcal Head" 31454 0129 4/2 "Duel" video © 1993 A&M Records, Inc. Licensed from Creation Records Limited.

SOUNDGARDEN

Music is more than a random collection of notes and phrases, more than a group of people creating sound together. Music is the most honest (and brutal) expression of the individual spark that some call soul and others call madness. Few bands personify this as acutely, or as intensely as Seattle's Soundgarden. Working with the raw tools of the monster riff, the passionate scream and the rage of rhythm, Soundgarden create true masterpieces for the modern age.

Available on A&M: Louder Than Love · Badmotorfinger · Superunknown

PAW

Imagine if Ernest Hemingway was in a punk rock band, or even better yet, imagine if Aerosmith wrote the great American novel. Can't do it? Well, maybe you should listen to Paw to get a few ideas on how to mix bone-crushing rock with passion-drenched short stories. Formed in Lawrence, Kansas in '89 by the Fitch Brothers and fellow malcontents Mark Hennessy and Charles Bryan, Paw are simply one of the best hard rock, hard love, hard life bands around today.

Available on A&M: Dragline

HAMMERBOX

Whoever and that gets on nice, sugar and spice, obviously never heard of Hammerbox. Hailing from Seattle and powered by the dynamo-hum vocal shrink of Cuma Akro, Hammerbox make music that will grind, grunge and gouge your brain into a deep well of rock rock bliss and then gently lift you up to sonic heaven. If you ever gently up next at the world...and lived it, then that is heard that is heard especially for you.

Available on A&M: Hamb

THERAPY?

They come from Belfast, a town that conjures images of intrinsic violence that disturbs and provokes. Maybe that's why the sound they make hammers the soul, and strips the paint of a day-to-day existence. These young, Irish rock rebels take a long, hard look at this wack world we live in and instead of giving in...they give themselves up to the pure joy of making some of the most uncompromising music ever. Obviously, strap-on stereoscopic future-rock is the only Therapy? possible for the likes of you.

Available on A&M: Nurse · Hats Off To The Insane · Troublegum

MONSTER MAGNET

Up from the stygian depths and down for the count, Monster Magnet came roaring at the world with music from their debut A&M album Superjudge. The band sprang full-blown from the warped mind of Dave Wyndorf in '89 and have been melting minds and twisting metal ever since. Notorious for their live shows—primal thud guitar scene accompanied by synapse-snapping liquid light shows—Monster Magnet make music that threatens to blow apart the safe world of rock as we know it.

Available on A&M: Superjudge

SWERVEDRIVER

Take the plunge into the dark, swirling guitar maelstrom that is Swervedriver. Stoked by the fire of all the sounds known to man, and seduced by harmonies of all the things that drive you mad...this is music for the rest of your life. These four Englishmen create music that can take you to the edge of the sonic spectrum and then, just as you think you've finally lost your mind, transport you to a tranquil sea of translucent sound. Give your ears the ride of their life with Swervedriver.

Available on A&M: Raise · Reel To Real · Mezcal Head

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